Rui Alves

Software Engineer

 \square ruialves.esrt.98@gmail.com

• xRuiAlves

 \square +351 967914335

in rui-pedro-alves

Software development and architecture enthusiast. Passionate about teaching and learning new things. Keen on optimizing and solving intricate and complex problems.

EXPERIENCE

Palantir Technologies

London, United Kingdom

Aug 2021 - Present

Software Engineer

• Working on the Palantir Foundry product.

o Java, Gradle, Groovy, Docker and Docker-compose, CI/CD tools (CircleCI, ...).

Fraunhofer Portugal

Porto, Portugal

DevOps and Software Engineering Intern

Jun 2020 - Aug 2020

- o Designed and automated deployment architecture of the internal project and personnel management platform.
- Responsible for DevOps activities, such as configuring CI/CD, architecting services for multiple environments, orchestrating service containers and managing cloud testing, staging and deployment environments.
- o The main difficulty was to ensure the robustness and future scalability of the designed deployment architecture.
- o Ruby on Rails, Nginx, MySQL, Docker and Docker-compose, Jenkins.

Fractal Porto, Portugal

Full-Stack Software Engineering Intern

Jul 2019 - Sep 2019

o Took part in the development of an OAuth platform (Log in with Fractal ID) with KYC/AML regulation.

- o Responsible mostly for Backend development, configuring mailer services, improving test suites and DevOps tasks such as Docker and CI tools configuration. At the Frontend level, refactored several components.
- The main difficulty was to quickly adapt to a completely new technology stack while having to understand a very complex OAuth platform architecture with high security standards.
- o Ruby on Rails, ReactJS, Redux, Docker, CI tools configuration.

Fraunhofer Portugal Porto, Portugal

Full-Stack Software Engineering Intern

Jul 2018 - Sep 2018

- o Developed a web app video player component that allows video streaming, manipulation and live annotation.
- o Responsible for investigating different implementation options, implementing a Backend API that supports video streaming and annotation and integrating it the aforementioned video component.
- The main difficulty was to deal with the many constraints imposed by the video player framework used, which
 was overcome by implementing a set of custom plugins.
- o Java Springboot, Jersey, Morphia, ReactJS, MobX and VideoJS.

EDUCATION

FEUP - Faculty of Engineering, University of Porto

Porto, Portugal

BSc and MSc Degree in Computer Engineering

Aug 2016 - Jul 2021

Final Grade / GPA: 19/20

PROJECTS

FishTank - Fish Market operations management App

 $March\ 2020$ - $June\ 2020$

9 People

- Team Leader of a Scrum-like team in the development of a web app project to optimise portuguese fish market operations management, with real time activity communication and transaction data analysis. Developed for SONAE MC with a team featuring software engineers, multimedia designers and marketing personnel.
- The main difficulties were, on the technical side, ensuring real time data coherence among multiple parties and, on the management side, leading people with different backgrounds and expertise.
- o Phoenix Elixir, PostgreSQL, ReactJS, Redux, Docker and Docker-compose, Heroku, Netlify.